MICKEY'S
Safari in Letterland
INSTRUCTION BOOK
HI TECH
EXPRESSIONS

Licensed by Nintendo®
for play on the

Nintendo
ENTERTAINMENT
SYSTEM®

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PRECAUTIONS

- The Game Pak is a precision device. It should be kept from extreme temperatures. Never hit or drop it.
- Do not take it apart.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.
- Make sure the power is off before inserting or removing the Game Pak from the Nintendo Entertainment System®.

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ADVISORY
Read Before Using Your
NINTENDO ENTERTAINMENT SYSTEM

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

!!WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!!

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Thank you for purchasing ***Mickey's Safari in Letterland***. Be sure to read this entire booklet for an explanation of the game and fun ways to learn the alphabet!

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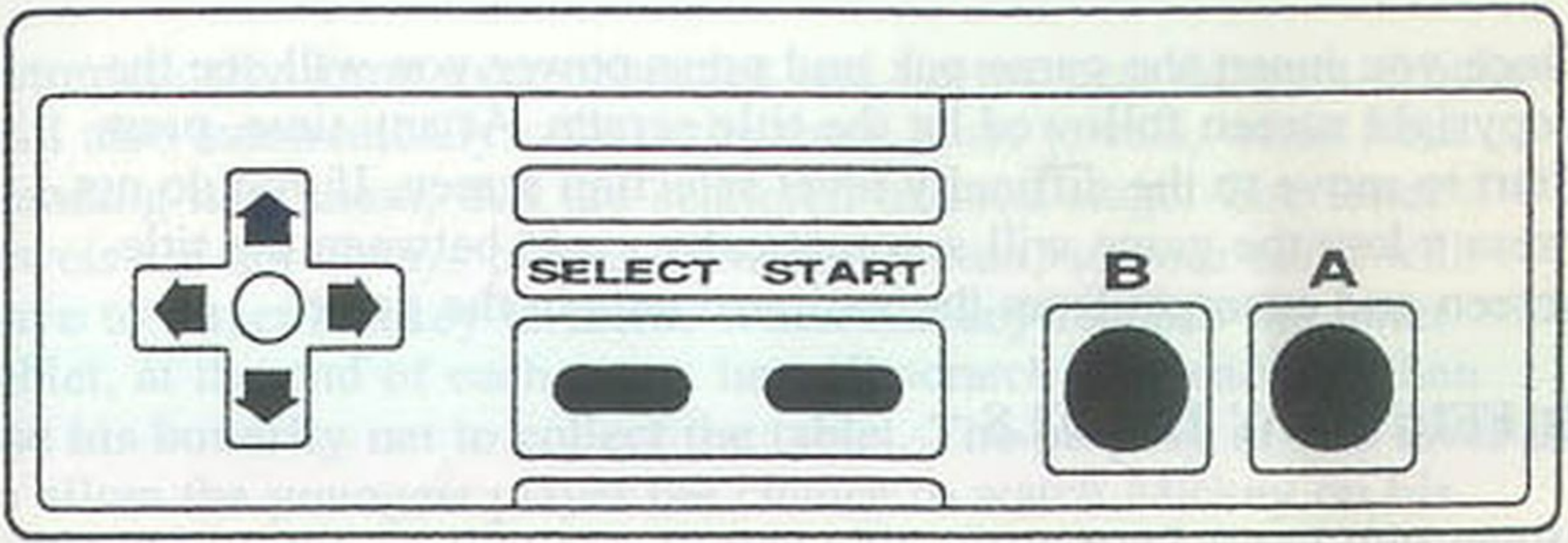
1. Make sure your Nintedo Entertainment System® is off.

2. Insert the Game Pak into your Nintendo Entertainment System.

3. Turn on the power.

INTRODUCTION

Mickey Mouse, archaeologist, is off to find the ancient Stone Alphabet Tablets. These tablets are the earliest examples of our alphabet and museums around the world desperately want to exhibit them. With help from Goofy, and you, Mickey sets out on an adventure that takes him from the frigid slopes of the Yukon to the sunny beaches of the Caribbean.



- Use the Control Pad to move Mickey left or right.
- Press the A Button to make Mickey jump.
- Press the B Button to make Mickey swing his Net and collect Letter Jewels and Alphabet Tablets.
- Press Select to exit a stage at any time.

Once you insert the game pak and press power you will see the copyright screen followed by the title screen. At any time, press Start to move to the difficulty level selection screen. If you do not press a key the game will automatically cycle between the title screen and excerpts from the various lands in the game.

DIFFICULTY LEVELS

When you press Start at the title screen you will be presented with the difficulty selection screen. There are three difficulty levels to choose from: **Normal, Advanced** and **Super Advanced.**

In **Normal** mode each of the six lands will have only one stage, for a total of six letter tablets to collect. There will be only one type of animal per stage and little or no game experience is necessary. Your child merely needs to be able to hold down the control pad to the right. This will cause Mickey to travel through the level and he will

automatically jump over obstacles and tip-toe past dangers. Mickey will also automatically collect the three letter jewels, when he is standing near them, that are scattered in each stage. The letter jewels are not always placed in Mickey's path, so your child will have to direct Mickey to them. When Mickey reaches the letter tablet, at the end of each stage, he will scratch his head and then use his butterfly net to collect the tablet. The purpose of this level is to allow the youngest player the chance to watch Mickey on his adventure without requiring him/her to be able to perform any complex control pad movements.

In **Advanced** mode each land has two stages for a total of twelve tablets to be collected. In this mode the player will need to control Mickey and make him jump over certain obstacles. The player will also need to use the butterfly net to collect the letter jewels and the tablet in each stage. There will also be more animals which will get in Mickey's way.

Finally, in **Super Advanced** mode each land has from four to five levels. In Super Advanced all twenty-six letter tablets must be collected. Again, each stage will have three letter jewels. This mode contains the most obstacles and animals and requires the most gaming experience.

THE MAP

The map is how your child and Mickey get around the game. There are six lands to explore, the Yukon, the Swamp, the Forest, the Pyramids, the Jungle and the Caribbean. Each area has from one to five stages depending on the difficulty level you choose. To select a land to explore, use the control pad to move the magnifying glass from land to land. When the magnifying glass stops on a land it will show a close-up of that land. When you wish to enter the selected land, press Start or the A Button.

At the map screen you can press Select to enter the Free Play section. Here you will be presented with the letter rack. Your child can use the control pad to move the cursor around the rack. When the A Button is pressed, Mickey will say the selected letter. When the B Button is pressed, Mickey will say "Oh Boy!" When the A and B Buttons are pressed together, Mickey will say "Oops!" Press Start and Mickey will laugh. When your child is ready to return to the game press Select again.

THE GAME

Once you choose the land you wish to explore, you will be taken to the Museum. This is the starting point for all of Mickey's expeditions. Goofy will pull up in a jeep, pick up Mickey, and then transport him to the selected land. If you would like to bypass this sequence, press Start or the A Button.

At this point the child has control of Mickey, and can freely explore the stage. There are three letter jewels and a letter tablet in every stage. If at any time the child loses interest in a particular stage or is having trouble with a certain obstacle, he/she can press Select to return to the Map screen. Here they can select a new land to explore.

Stages are completed by finding and collecting the letter tablets. When a tablet is collected, it is encrusted with dirt and the letter is not recognizable. Mickey takes the letter to the tablet washing area where Goofy helps Mickey clean up the tablet, thereby revealing the letter.

Next Mickey takes the tablet to the letter rack room. Here Mickey must match the newly found letter tablet in the approriate spot on the letter rack. Use the control pad to move the circle over the letter

on the rack that matches the letter Mickey has just found. When you think you have a match, press the A Button. If you are correct, Mickey will say the letter and jump up and down and wave his arms. If you picked the wrong letter Mickey will say "Oops" and the player can try again.

If your child also collected all three letter jewels they will receive a reward picture. For instance, if the three jewels collected spelled the word CAT, a picture of a cat is displayed and Mickey spells the word.

THE LANDS

There are six lands to explore. Below is a brief description of each.

The Yukon: This cold and mountainous region is full of steep slopes which Mickey can slide down. Make sure to explore the

entire stage so you don't miss any letter jewels. Watch out for the pesky penguins, seals and sneaky snowmen in the Advanced and Super Advanced levels.

The Swamp: The swamp is dark and gloomy and there are alligators and bats everywhere. Don't worry though, the alligators are friendly. You can hop on their heads and they will bounce you up to a higher ledge. There are also marauding mushrooms lurking about.

The Forest: The forest seems tranquil but Mickey is as alert as ever. Get past the waterfalls by tip-toeing over the rocks and explore all the tunnels so you don't miss anything. There are more mushrooms in this land and don't get too close to those pointy hedgehogs. Ouch!

The Pyramid: The ancient pyramids had many secrets and these are no exception. There are secret rooms and false floors everywhere. Investigate every nook and cranny and leave no stone unturned. Bats, turtles and snakes are on the prowl, so beware!

The Jungle: The jungle can be frightening unless you're a seasoned explorer like Mickey. Check all the trees and tunnels for letter jewels. There are snakes, hedgehogs and mushrooms in this land, but you should know how to handle them by now. There are also friendly hippos you can hop on for a lift.

The Caribbean: The Caribbean is an island paradise with palm trees, sand castles and plenty of sun. There are also swooping birds, more turtles and monkeys that would love to drop a coconut right on your head! If you need a lift up to the higher platforms, just use the hammocks or the giant clams as trampolines.

When all the stages for a particular land have been completed the picture in the magnifying glass will change to a picture of Mickey and you will not be able to enter the land. When all the lands have been completed, Mickey will present the letter tablets to Ludwig Von Drake, curator of the Museum, and The Alphabet Song will be played.

YOU'VE WON!!!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and telvision reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How To Identify And Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, STOCK # 004-000-00345-4.

90-DAY LIMITED WARRANTY

Hi Tech Expressions™ warrants to the original consumer purchaser that Game Pak including Game Pak accessories shall be free from defects in material and workmanship for a period of 90 days from date of purchase.

To receive this warranty:

1. Do NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-1224. Our Customer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Eastern Time, Monday through Thursday and 2:00 p.m. to 5:00 p.m. ET on Fridays.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to:

   HI TECH EXPRESSIONS
   Attn: Customer Service Department
   5[illegible] roadway, New York, NY 10012

If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option.

WARRANTY LIMITATIONS

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the condition set forth herein. In no event shall Hi Tech Expressions be liable for consequential or incidential damages resulting from the breach of any express or implied warranties.

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